MAJOR LEAGUE BASEBALL 2K5

WORLD SERIES EDITION

EVERYONE

CONTENT RATED BY ESRB

MLB PLAYERS CHOICE

2K SPORTS

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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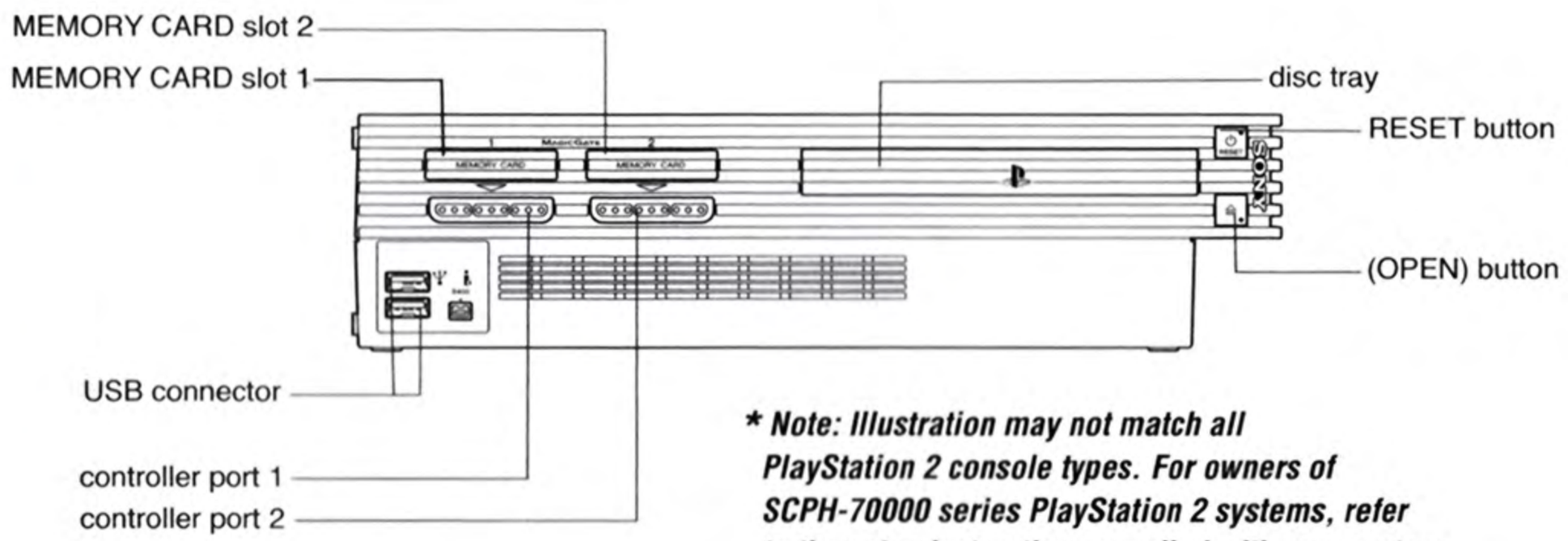
GETTING STARTED

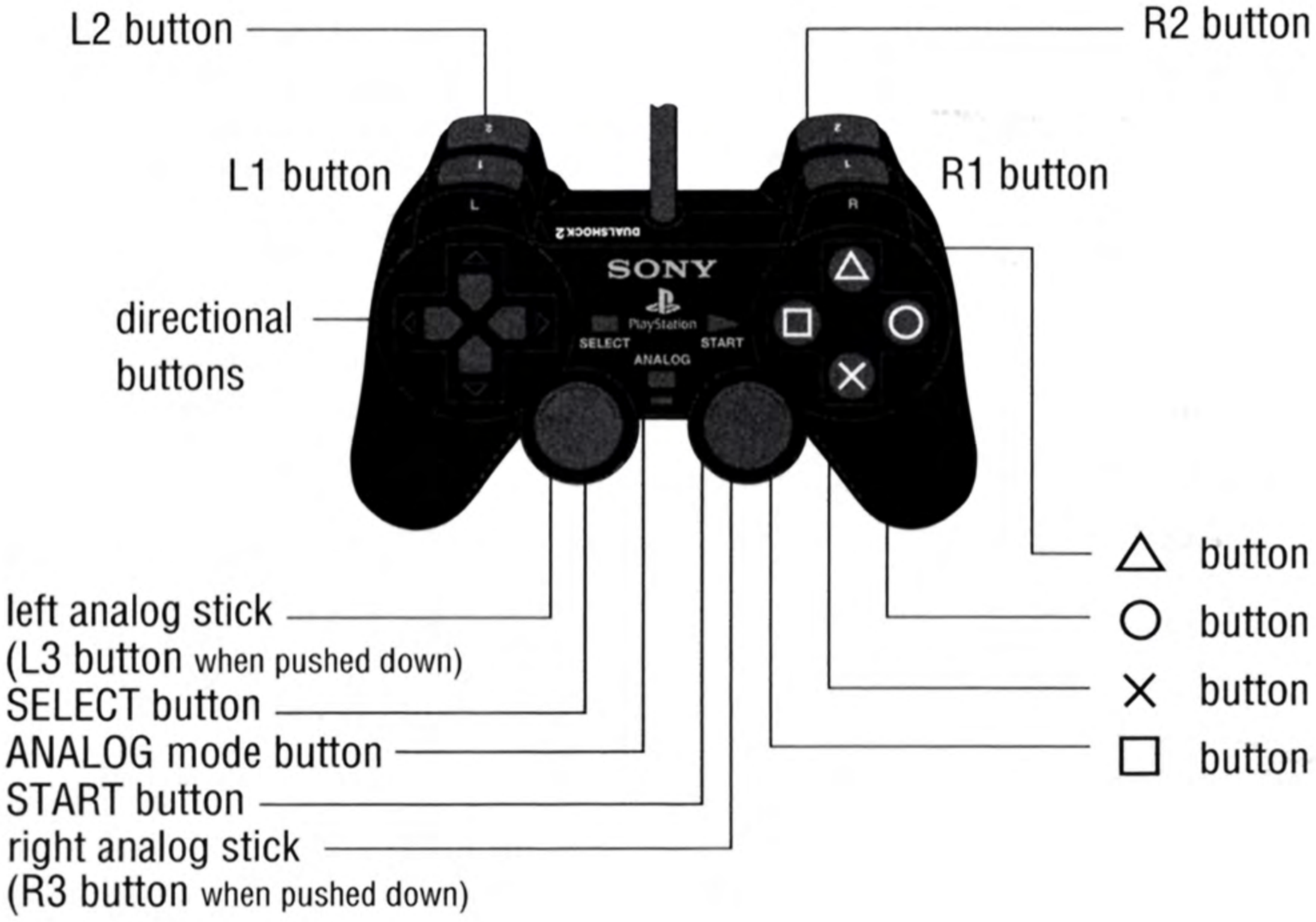


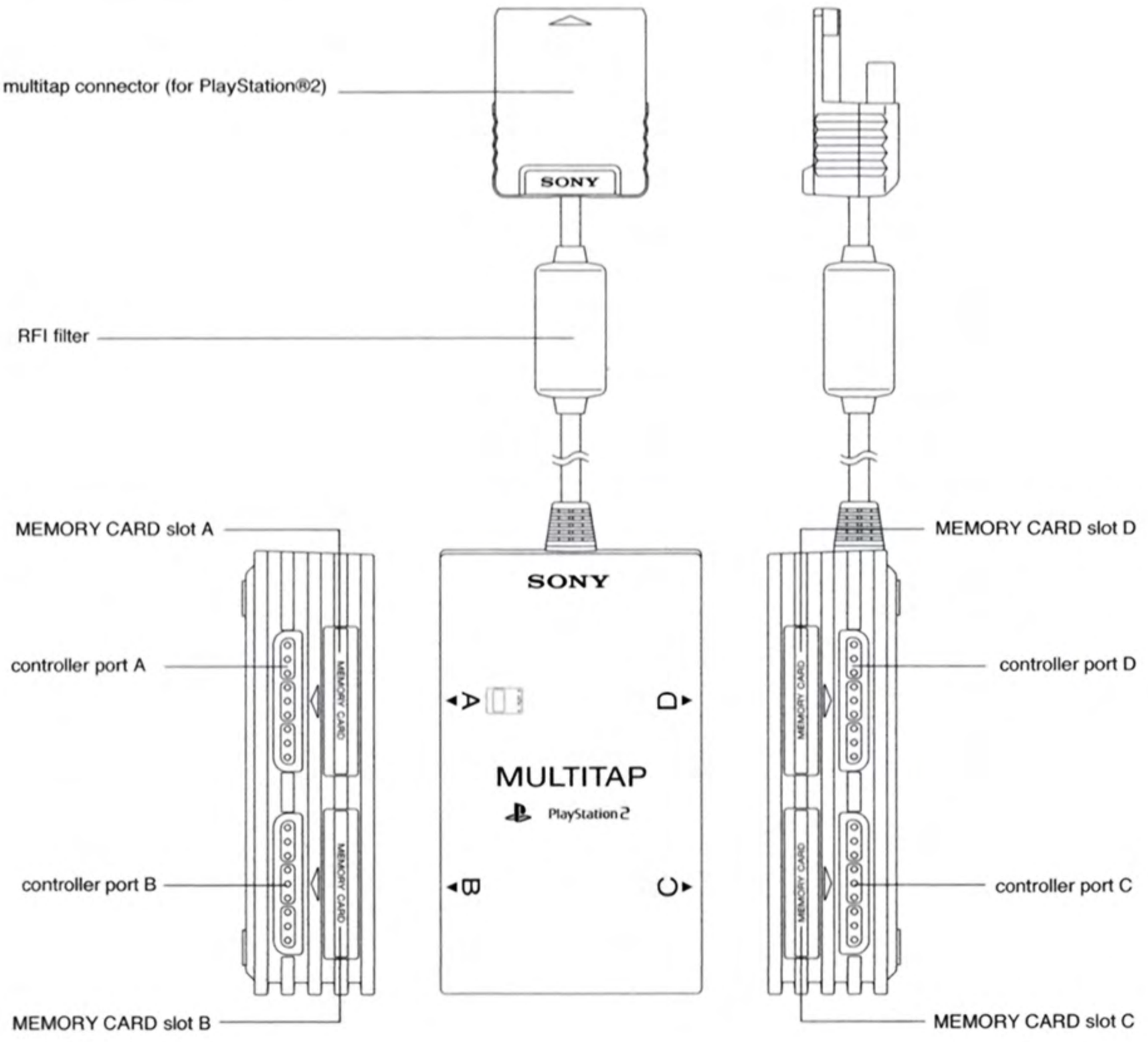
**** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.***

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Major League Baseball® 2K5 World Series Edition disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

At any point during Major League Baseball® 2K5 World Series Edition gameplay you may quit the game by pressing the START button and choosing "Quit." To restart your PlayStation®2, press the RESET button on the front side of the console.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS





CATCH THE FEVER!

Major League Baseball® 2K5 World Series™ Edition features an all-new Pennant Fever and World Series modes, updated rosters and an exclusive MLB Greatest World Series Moments DVD!

- **Great World Series Moments –** Re-live or re-write history as you take on 10 of the greatest moments in World Series History, including the 86 Mets, the Battle of the Bay and more.

- **Pennant Fever Mode –** 2 games out or 8 games out, take your favorite MLB franchise all the way to the World Series™ during the most exciting part of the MLB season. Team records are locked in to match the real-life '05 Pennant Race!

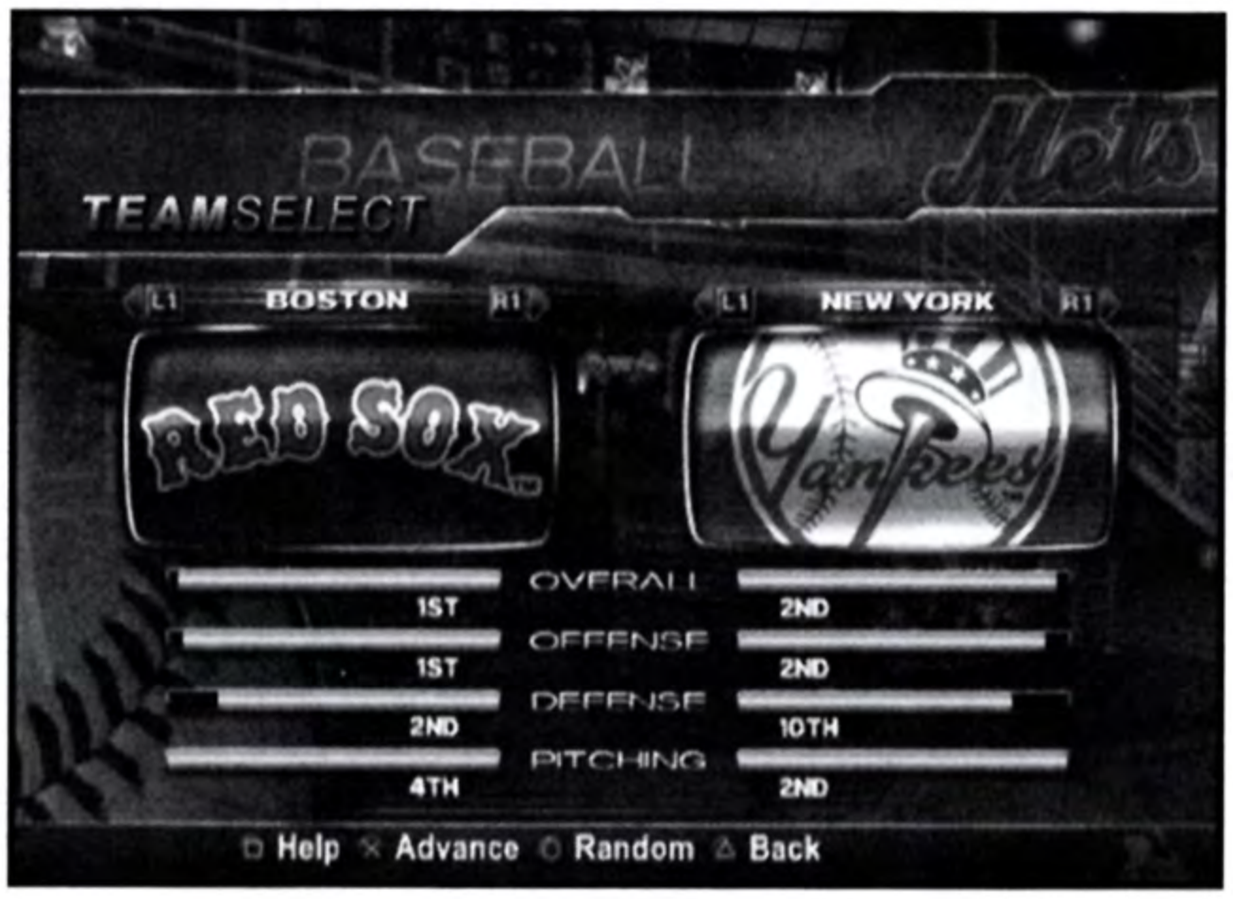
- **Updated Rosters –** Updated rosters let you enjoy the late season excitement in all its glory.

- **Custom MLB DVD –** Exclusive MLB produced DVD highlighting the very same World Series moments you can play in-game.

- **Top Notch Gameplay –** Including On Command Baserunning™, Online Leagues, Skybox mode and the best commentary available featuring Jon Miller and Joe Morgan.

Play Ball

Play Ball lets you jump right into a game between the teams of your choice. In this mode, you have access to strategy changes and lineup matchups. You may play as the original 30 Major League Baseball® teams - all you need to do is select the 2 teams and press **START** - You can choose to play with 20 unlockable Classic Teams as well as the NL and AL All-Star teams and the Cooperstown team. Simply select the Home & Away teams, choose your uniforms, player lineups, arena and then press **START** to enter into a game.



PLAY BALL!

This mode lets you jump right into a game between any 2 teams.

Team Select

- Move the **right analog stick** up or down to select a User Profile, or to highlight: No Profile, New Profile, or Load Profile.
- To play the game without a User Profile, select No Profile and press ⊗ or **START**.
- To create a User Profile, highlight New Profile and press ⊗ or **START**. Then enter a name on the Virtual Keyboard and press **START**.
- To load a User Profile, on the Load screen, highlight Load Profile and press ⊗ or **START**.
- Press **L1** or **R1** to change the team.
- Press ◎ to randomly select a team. (You can press ◎ with your controller icon in the center of the screen to randomly change both the Home and Away Teams).
- Press ▣ to view the Help Menu.
- Press ⊗ or **START** (with one of your profiles or No Profile selected) to confirm your team.
- Once you've confirmed your team, press **L1** or **R1** to select the uniform you want your team to wear (some of the uniforms must be unlocked).
- Once you've found the right uniform, press ⊗ or **START** (with one of your profiles or No Profile selected) to advance to the Player Lineup screen.
- At any point, if you want to return to the previous menu, press △.

Stadium Select Screen

Select the specific stadium you wish to play in on this screen.

- Use **L1** and **R1** to cycle between the available stadiums.
- To change game conditions move the **left analog stick UP** or **DOWN** to select the condition category. Move the **left analog stick LEFT** or **RIGHT** to change the condition of the highlighted category.
- Press **START** to continue to the Select Styles Screen.

Select Styles

This screen allows you to choose which play style best suits your needs.

- For pitching, choose between Classic, Effort, Crosshair, Precision and Meter Styles.
- For hitting, choose between True Aim, or Cursor styles.

Here, you can also select the general style of play for the game. Select between Videogame, Pure Baseball, and Custom.

Selecting Custom takes you to the Game Options screen.

Load Profile

(Access by highlighting Load Profile with the **right analog stick** and pressing ⊗)

If you have a memory card (8MB)(for PlayStation®2) with a User Profile saved on it, and it wasn't inserted when you loaded the game, you can access a User Profile by selecting Load Profile on the Select Team screen. Highlight the User Profile that you wish to load and press ⊗. You will return to the Team Select screen and the User Profile will now be available to select.

Control Summary

Pitching

left analog stick . . . . . .Aim Pitch
right analog stick . . . . . .Align Outfield / Infield
L1 . . . . . .Turn head towards runner
+ **left analog stick** . . . . . .Change base looked at
+ **directional button** . . . . .Pick off runner (move in the direction of the base)
R1 . . . . . .Select Pitch (release on location for "fake")
⊗ . . . . . .Select Pitch
△ . . . . . .Select Pitch
○ . . . . . .Select Pitch
□ . . . . . .Select Pitch
L2 . . . . . .Access Quick Key Menu
START . . . . . .Pause Game
R3 (Press **R3**) . . . . . .Pitchout

Batting & Stealing

left analog stick . . . . . .Aim Bat Cursor
directional button (up) . . . .Signal Steal 2nd
directional button (left) . . . .Signal Steal 3rd
directional button (down) . . . .Signal Steal Home
L1 . . . . . .Lead Off All
R1 . . . . . .Shorten Lead All / Get Back All
⊗ . . . . . .Practice Swing / Contact Swing
⊗ (tap) . . . . . .Check Swing
○ . . . . . .Power Swing
○ (tap) . . . . . .Check Swing
△ (hold before pitch) . . . . . .Sacrifice Bunt
△ (release) . . . . . .Check Bunt

Baserunning

L1 . . . . . .All Advance/ Advance Individual

R1 . . . . . .All Retreat/ Retreat Individual

▣, ◯, ✕, △ . . . . . .Select Individual Runner

directional button . . . . . .Advances Individual Baserunners (move in the direction of the base)

Fielding Ball

left analog stick . . . . . .Move Player

R1 . . . . . .Turbo Burst

right analog stick . . . . . .Jump / Dive / Wall Climb / Showboat

L1 . . . . . .Select Player

Fielding w/ Ball

left analog stick . . . . . .Move Player

L1 . . . . . .Smart Throw / Cutoff Man Catch

R1 . . . . . .Turbo Throw

✕ . . . . . .Throw to Home

✕ (hold) . . . . . .Cutoff Redirect to Home

◯ . . . . . .Throw to 1st

◯ (hold) . . . . . .Cutoff Redirect to 1st

△ . . . . . .Throw to 2nd

△ (hold) . . . . . .Cutoff Redirect to 2nd

▣ . . . . . .Throw to 3rd

▣ (hold) . . . . . .Cutoff Redirect to 3rd

PLAY BALL!
Matchup Screen

After the Home and Away teams have been determined, you will be brought to the Matchup screen, where Karl Ravech will preview the two starting pitchers. When examining the statistics, compare the Hits, Walks, and Strikeouts to Innings for a broad picture of each pitchers' capabilities.

Pitching - Selecting a Pitch

Each pitcher comes equipped with his real-life assortment of pitches. To select a pitch, press the corresponding button of the desired pitch.

Pitching - Pitch Location

After you have selected your pitch, you now have to select a location in the strike zone (outlined by the white box). Move the **left analog stick** in any direction to aim the pitch cursor to the location where you'd like to pitch the ball. You have a limited amount of time to select your pitch location so choose wisely. After you have confirmed your pitch location, accuracy crosshairs will appear and begin to move.

Try to align the crosshairs as close as possible to accurately pitch to the selected location. The further off the crosshairs are, the farther off the target the actual pitch will be. Be sure to keep an eye on the stamina bar after each pitch. Once the meter begins dropping under the 60% mark, the pitcher's accuracy will become increasingly erratic. If it falls under 25% or so, it might be time to start warming up pitchers in the bullpen.

Pitching - Fake Target

If you want to conceal the true location of your pitch, use the Fake Target function. This works by moving the **left analog stick** to the desired location, then pressing **R1**.

Once you have used **R1** to select your true pitching location, move the pitch cursor to another location and select your pitch. Align the crosshairs and your ball will be pitched to the location previously selected by using **R1**. This allows you to trick your opponent into looking at the wrong pitch location. Remember, even though your pitch will go to the original target, lining up the crosshairs on the fake target still affects the accuracy of the original pitch.

Coach's Tip - Don't Throw Meatballs

Although the idea of throwing a fastball with full effort straight down the plate early and often may sound pleasing, doing so will not only tire your pitchers out, but the simplicity of the strategy is easily locked on to by hitters. Therefore, always try to distribute your heaters to different locations, sometimes even outside of the strike zone, to keep a hitter's bat off-balance.

Coach's Tip - Active Bullpen Management

When you decide to relieve a pitcher, there are some important rules to remember. Always warmup your relief pitcher at least a half inning before you need him or else he'll be cold when you bring him out. Also, be sure not to keep him in the bullpen too long or he will become tired and not have full stamina when he is called to the mound.

To access the Bullpen screen:

- Press **START** before a pitch to enter the Pause Menu.
- From the Bullpen Menu, choose Substitutions.
- From the Pause Menu, choose Bullpen.

Defense - Keeping an Eye on Baserunners

Good pitchers know that it's in their best interest to keep baserunners honest. To try a pickoff move, press and hold **L1**, and then press the button corresponding to the base you'd like to throw to. Depending on whether a base is being covered and the size of the lead, you may pickoff the baserunner.

Press and hold **L1** + press ◉ - Pick off 1st base

Press and hold **L1** + press △ - Pick off 2nd base

Press and hold **L1** + press ▣ - Pick off 3rd base

If you suspect that a baserunner is on the move during your next pitch, it might be a good time to call for a pitchout. To execute a pitchout press the **right analog stick**.

Defense - The Hot Zone

When the batter steps up to the plate, you'll notice an on-screen overlay for the pitcher and the batter. Each of these overlays has a Strike Zone graphic. This Strike Zone is divided into nine zones; some of the zones will be in red, some will be in blue, and some will be gray.

These spots represent a batter's strengths and weaknesses in the strike zone. The color gradient, from best to worse hitting ability, is as follows: dark red, gray, and dark blue. When pitching, you'll likely want to avoid the red areas, but on the other hand, you don't want to pitch too often in the blue areas (as a hitter may lock on). You may have to pitch to red zones occasionally, but proceed with caution because pitching over a hitter's hot zone can be costly. When batting, press **R3** to see the hitters 'hot zone' appear over the strike zone.

Defense - Fielding

Once the ball is put into play, you will automatically be given control of the player that is closest to the ball and is best able to make the play. Look for the player with a name overlay under him to see who you're controlling. Use the **left analog stick** to run toward the ball and make the play. If you need to switch fielders for any reason, press **L1** and you will switch to the next player that is closest to the ball. To execute a speed burst, press and hold **R1**. Note: during a speed burst, the player's boost bar will deplete causing your player to eventually slow down.

○ - Throw to 1st base

△ - Throw to 2nd base

□ - Throw to 3rd base

✕ - Throw to Home Plate

Remember that when you throw the ball to any of the bases from the outfield, you can cutoff the throw and redirect it to the base of your liking. Press one of the aforementioned buttons to initiate a throw. Then, while the ball is in the air, press and hold **L1** to have your cutoff man catch and throw the ball to the corresponding base.

One of the most exciting plays in all of Major League Baseball® is robbing a home run. If a ball looks as if it's going to clear the wall, your outfielder may have the opportunity to pull it back in. To have your player scale the wall, use the **left analog stick** to race your outfielder back to the wall, and move the **right analog stick** towards the wall to attempt robbing a home run. Timing is everything. It's probably not a play you'll see everyday, but it IS possible. In addition to robbing a home run, you'll also have the capability to make jumping catches or spear linedrives. To do so, simply move the **right analog stick** in the direction of the ball.

The **right analog stick** is pressure sensitive; thus, the severity of your move is affected by the force used on the **right analog stick**. For example, if you are trying to stop a blazing grounder from going into the outfield, quickly move down on the **right analog stick** and you will execute a dirt eating dive. While these moves may not be as impressive as an over-the-wall home run stealing grab, at least you'll earn coach points for good hustle!

Hitting - True Aim

To control your batter's aim when at the plate, use the **left analog stick**. As each pitch is thrown to the plate, move the **left analog stick** in the direction where you want to swing the bat, and press either ✕ (for a contact swing) or ○ (for a power swing) just as the pitch crosses the strike zone. If you swing too far underneath the ball, you're likely to hit a pop fly. Whereas, if you swing too far on top of the ball, you're likely hit a ground ball.

Aiming in Major League Baseball® 2K5 World Series Edition World Series Editions pressure sensitive; therefore how hard you move the **left analog stick** in one direction will determine how far you swing in that direction. Note: by utilizing a contact swing, you will have a better chance to hit the ball but at the expense of the long ball. Conversely, a power swing greatly improves your chance of hitting the ball a long way, but you have to aim with more precision in order to make solid contact.

Hitting - The Bunt

Another effective hitting technique is the bunt. To have your batter square up for a sacrifice bunt, press and hold △ before the pitcher begins his delivery to the plate.

After the pitch has been thrown, you will have to aim with the **left analog stick**. To attempt a bunt, press and hold △ while aiming with the **left analog stick**. Use **R1** and **L1**, in conjunction with the **left analog stick**, to control the direction of the bunt. If you do not feel that a bunt is right for the pitch, release the △ button before the pitch crosses the plate.

Coach's Tip - Broken Bats

Just like a Major League Baseball® batter in real life, you can break a bat if you swing at a fast inside pitch. Upon striking the ball, your bat will shatter and you'll hit a dribbler that's easy to field for the defense. Consider yourself warned and be careful not to get jammed by a pitch.

Offense - Baserunning

Getting a grasp on the basics of baserunning is essential if you hope to have any success in Major League Baseball® 2K5 World Series Edition. This year, you can take full control of the baserunners using the BaseBurner control scheme.

The basic controls of baserunning are straightforward: to advance all runners, press **L1**; to retreat all runners, press **R1**. To retreat all runners, press **R1**. Pressing **L1** will cause all runners to attempt to reach the next base. Some situations however, will require you to advance an individual baserunner. For example, if there is a base hit to right field with a runner on first, the runner on first might be able to make it to third but the hitter might not be able to make it to second. In this scenario, you will need to select only the first baserunner to advance.

Each runner on base will have a base-specific window displaying the runner in the basepath and a button icon that corresponds to that specific runner. If you want to advance a specific runner press the button that corresponds to him, and then press **L1** to make him advance to the next base. A number will appear in the window that corresponds to the base he is queued to advance. Press **L1** multiple times to queue additional bases that the baserunner will attempt to take.

If you need your baserunner to retreat for any reason, select the baserunner's corresponding button and press **R1**. This will both lower the amount of bases the runner will try for and allow the runner to retreat. If you are trying to retreat the runner, always make sure you press **R1** enough times to remove any queued bases.

While you are at bat, you can order your baserunners to increase their base leads in an effort to get a head start on stealing bases. You can only move baserunners back and forth while the pitcher has possession of the ball, but beware of pickoffs. From the default lead position, you'll have the ability to extend the runner's lead by one or two extra steps.

To do so, press **L1** once for each extra step you'd like the runners to take. Press **R1** to move the runners back a step. Before the pitch, each baserunner will automatically take his default lead. While in this position, your runner is considered to be a safe distance from the bag, meaning he'll automatically return to the bag safely should the pitcher make a pickoff throw. However, once you start extending a runner's lead, he will be in danger of possibly being picked off. If the pitcher spins around and throws back to the base, you'll need to press **R1** quickly to get your baserunner back in time. From one extra step away, you have a little cushion with regard to your reaction time, but if you push your lead to two steps, you will need to be lightning

quick if you want to get back in time to avoid the pickoff attempt.

By default, Auto-Round Bases mode is set to On; therefore, when appropriate, your baserunners will turn the corner on a base, but will not advance to the next base. With Auto-Round Bases mode set to On, the baserunners are in no danger of being thrown out. However, if you would like to extend your lead off of the base, you will have to manually input the advance commands.

Offense - Stealing

By pitting your fastest baserunner against a mediocre catcher, stealing a base is a quick way to put yourself into scoring position. Other times, you want to steal against your friend for taunting rights. In either event, the basic base stealing commands are straightforward. When you have a baserunner on any base, prior to the pitch, press the **directional button** in the direction of the base you would like to steal.

directional button UP - Queue steal of 2nd base

directional button LEFT - Queue steal of 3rd base

directional button DOWN - Queue steal of Home base

Pressing **R1** will retreat the runner to his previous base as normal.

Offense - BaseBurner

Imagine being in the runner's shoes as he peers nervously at the pitcher while inching up the baseline, trying to gain as much ground as possible before he takes off to steal a base. In Major League Baseball® 2K5 World Series Edition , you can BE the baserunner and take complete control of this action in BaseBurner mode. To enter BaseBurner Mode, while there is a man on base, move the **right analog stick** in the direction of the runner you want to take control of.

right analog stick RIGHT - 1st baserunner

right analog stick UP - 2nd baserunner

right analog stick LEFT - 3rd baserunner

Once you have a baserunner selected you will control that runner for the duration of the play. The control scheme is as follows:

R1 - Steal

L1 - Get back

left analog stick - Adjust leadoff

right analog stick - Select runner

Defense - Advanced Gameplay

A key component of great management is knowing where to position your fielders on any given play. As each batter stands at the plate, you can adjust your defensive setup by pressing the **R3** button. Move it **LEFT** or **RIGHT** to cycle through the available infield positions, and move it **UP** or **DOWN** to cycle through the various outfield positions. Here's a list of the different defensive shifts that are available.

Infield

Normal: The default infield position. Normal is a balanced setup, good for many scenarios, but never the optimal choice if you can tip the odds in your favor.

Fielders In: Your fielders will shift closer to home plate. Use this formation when you want to cut down a runner at the plate.

Fielders Back: Your fielders will play deep to guard against hard hit grounders.

Fielders Left: Shift your fielders to cut down the batting average of pull-hitting righties.

Fielders Right: Shift your fielders to cut down the batting average of pull-hitting lefties.

Double Play: The shortstop and second baseman cheat toward the middle so they'll be in better position to turn two.

Guard Lines: Your first and third baseman hug the foul lines.

Guard Bunt: Your first and third baseman are brought a few steps closer to guard against the bunt.

Outfield

Normal: The default outfield position. Like a the default infield setup, good for many scenarios, but you'll want to cater your defense to a batter's offensive tendencies.

Shallow: Bring your outfielders in against a poor hitter, or give them a better shot at a play at the plate in the late innings of a game.

Deep: Against big hitters, like Sammy Sosa, use this formation.

Left: Swing your outfielders to the left.

Right: Swing your outfielders to the right.

Deep Left: Position your outfielders deep and to the left.

Deep Right: Position your outfielders deep and to the right.

Shallow Left: Pull your outfielders in and to the left.

Shallow Right: Pull your outfielders in and to the right.

Coach's Tip - Team Momentum & Confidence
Depending on a player's or his team's in-game performance, his confidence increase or decrease, which in turn will affect his ratings. High amounts of confidence will give you a slight edge when you need it most harder hitting, faster throws, biting curves, etc. Confidence will slightly carry over between game modes (GM, Career or Franchise).

The Quick Key Menu

There are many off the field facets of the game that are also readily available. The Quick Key menu gives you access to these functions. Before selecting a pitch, press **R2** to access game functions such as bullpen and substitutions. The following is a list of options available and there corresponding buttons.

L1 - Lineups: Adjust your team's fielding and batting lineup.

R1 - Pitcher Status: Displays both team's current pitchers, number of pitches, bullpen status, and relevant statistics.

□ - Challenges: Brings you to the Challenges screen.

○ - Confidence: Displays the confidence level for all players on both teams.

✕ - Substitutions: Substitute a player in.

△ - Back: Cancels Quick Key menu and returns you to the action.

R2 - Mound Visit: Have a talk with the pitcher to slightly increase his confidence.

L2 - Bullpen: Warm up new pitchers to take the mound.

ONLINE

Here's where you really put your skills to the test. Challenge other players online.

Setting up your PlayStation®2 console for Network/Online play

Major League Baseball® 2K5 World Series Editions is compatible with Network Configuration files from other PlayStation®2 Online games. To play Online with Major League Baseball® 2K5 World Series Edition, you'll need to have your Network Configuration file saved on your memory card (8MB) (for PlayStation®2) or internal hard disk drive (40GB) (for PlayStation®2). You can use the Network Adaptor Start-Up Disc that came with your Network Adaptor (Ethernet/modem) (for PlayStation®2) or the Network Configuration GUI in this game to create a Network Configuration.

You'll need to know the set up information for your Internet Service Provider (ISP), such as your user ID and password if applicable. You may want to have the documentation from your Internet Service Provider handy when you begin.

NETWORK PLAY

To setup your Network/Internet connection, press the **START** button to select the Network Configurations Utility from the Network Configurations menu. This will open the Network Settings main menu.

Select Add Setting to create a new Network Configuration. Follow the instructions to enter the information requested. When you are done, you will be able to connect your PlayStation®2 console to the Major League Baseball® 2K5 World Series Edition game servers and play with other players over the Network/Internet. The information for your ISP will be saved on your memory card (8MB) (for PlayStation®2) or internal hard disk drive (40GB) (for PlayStation2). Select Online from the Main Menu to experience a whole new level of competition with Major League Baseball® 2K5 World Series Edition online!

Creating a Network Configuration:

- On the Network Configurations screen, select Network Configurations Utility.
- On the Network Setting screen, select Add Setting.
- Follow onscreen instructions.
- Press the ⊗ button when complete to save your settings.
- On the Confirm Overlay, to test your connection, highlight Yes and press the ⊗ button.
- Press the ◎ button to restart the game.

Logging On:

- On the Network Configurations screen, select a saved Network Setting and press the ⊗ button to log on.
- If you've already created a User Account, press the **START** button to advance. (If not, see Creating a New Account below).

Creating a New Account:

- On the Online Authentication screen, select Create Online Account.
- On the Create Account screen, enter account information using the Virtual Keyboard.
- Press the **START** button to advance.

ONLINE MENU

Join a Game

Join a Game is the fastest way to challenge an opponent. It is intended for players to easily find and enter a game. When you select Join a Game, you will automatically challenge another user to a game. If they accept the challenge, the Team Select screen will appear.

Online Gamefinder

The Online Gamfinder screen is where you challenge other players to an Online Game.

To challenge another user to a game:

- Highlight another user's match and press ⊗.
- If the other user accepts, you will advance to the Team Select screen. If you and your opponent both have a Playstation®2 Communicator headset, The Headset Icon will appear on the screen; you will now be able to use voice chat to communicate with one another.

If another user challenges you to a game you've created:

- To accept the challenge, press ◉. The challengers name will highlight.
- To accept the challenge, Press the ⊗ button when challenger's name is highlighted.

To ask someone to be your friend:

- Play a game against them, select Online Desk, Players/Friends, scroll to Players, highlight the player's name and press ⊗.
- Select **INVITE TO BE YOUR FRIEND** and press ⊗.

Create a Game

Create a Game allows you to create your own game and allows you to control the game type and settings.

(Note: In the Team Select screen, and thereafter in gameplay, if you and your competitor each own a USB headset, you can talk to each other as you play.)

Leagues

Want to play a tournament or an entire Major League Baseball® season? In the Leagues menu, you can select to create or join a Tournament or Season.

Online Desk

The Online Desk contains several features that allow you to see and send Major League Baseball® 2K5 World Series Edition information as well as adjust your own game types and options.

Players / Friends

Players / Friends allows you to add preferred opponents to a list for future games of Major League Baseball® 2K5 World Series Edition. All management of your friends list can be found here.

2KSports Messaging

Send and receive emails from your friends as well as receive league notifications.

Leader Boards

The Online Leader Board screen displays the online player rankings for each mode except Unranked games.

Latest News

The Latest News screen gives you all the latest news pertaining to Major League Baseball® 2K5 World Series Edition online.

Online Options

The options menu contains personal settings for while you are on Online.

Sign Out

Select Sign Out to log off of the network and return to the Main Menu.

Using a USB headset:

- Plug the headset in one of the USB ports in the front of your PlayStation®2 console.
- Make sure the voice option in the Online Options is turned on.
- During gameplay, if your USB headset is plugged into your PlayStation®2 console, and you are not able to chat with your opponent:

  1. Your opponent may not have a USB headset connected to their PlayStation®2 console.

  2. You and your opponent may have a low quality connection to each other.

Note: If you frequently experience difficulty joining a Major League Baseball® 2K5 World Series Edition online game and are using an Internet sharing device (e.g. broadband router or firewall) you may need to enable Port Forwarding

(sometimes called Virtual Server) on the device. Please refer to the manual that came with your Internet sharing device for specific setup instructions. You will need to forward UDP port 3658 to the IP address assigned to your PlayStation®2 console. This may require changing Your Network Configuration file from an "Auto" IP address (DHCP) to a "Manual" IP address. Major League Baseball® 2K5 World Series Edition includes a Network Configuration GUI for setting up and modifying these files. If you continue to experience difficulty joining online games, try bypassing your Internet sharing device by connecting your PlayStation®2 console directly to your DSL, modem, or cable modem. In this case, you may need to create a new Your Network Configuration file before your PlayStation®2 console will connect to the Internet.

2K Games Videogames reserves the right to discontinue online service for this title with 30 days notice.

This game is presented in Dolby Pro Logic II. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may also need to select "Dolby Pro Logic II" from the audio options menu of the game.

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